

USER MANUAL



SPRINT CARS 2™

SHOWDOWN AT ELDORA



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

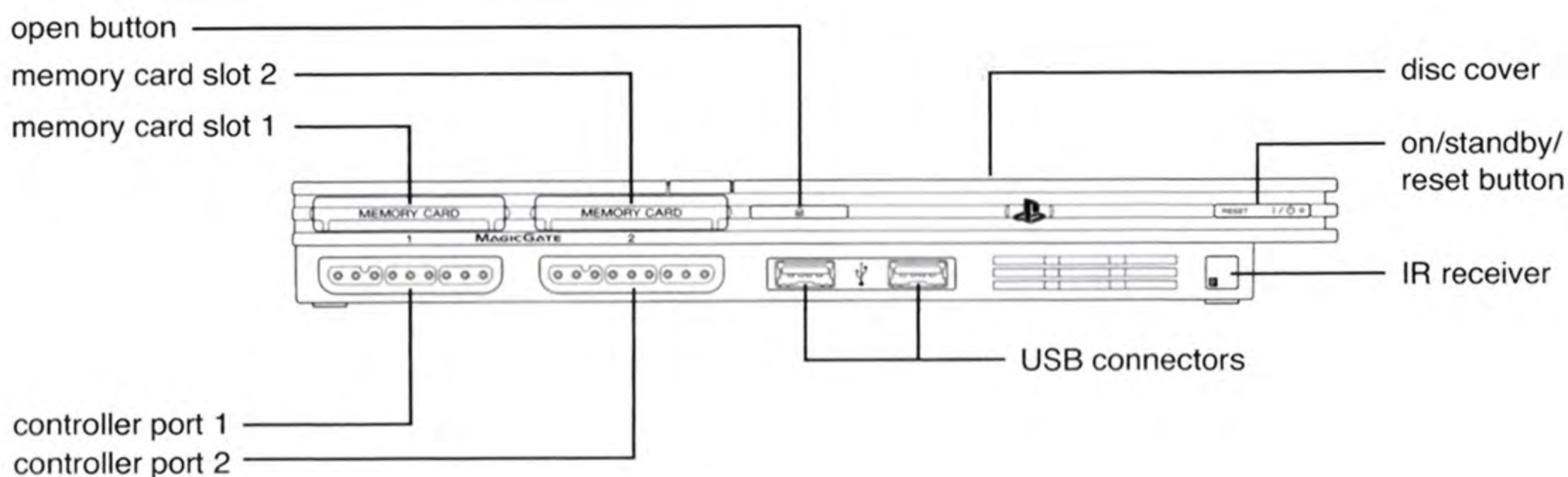


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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Sprint Cars: Showdown at Eldora*™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

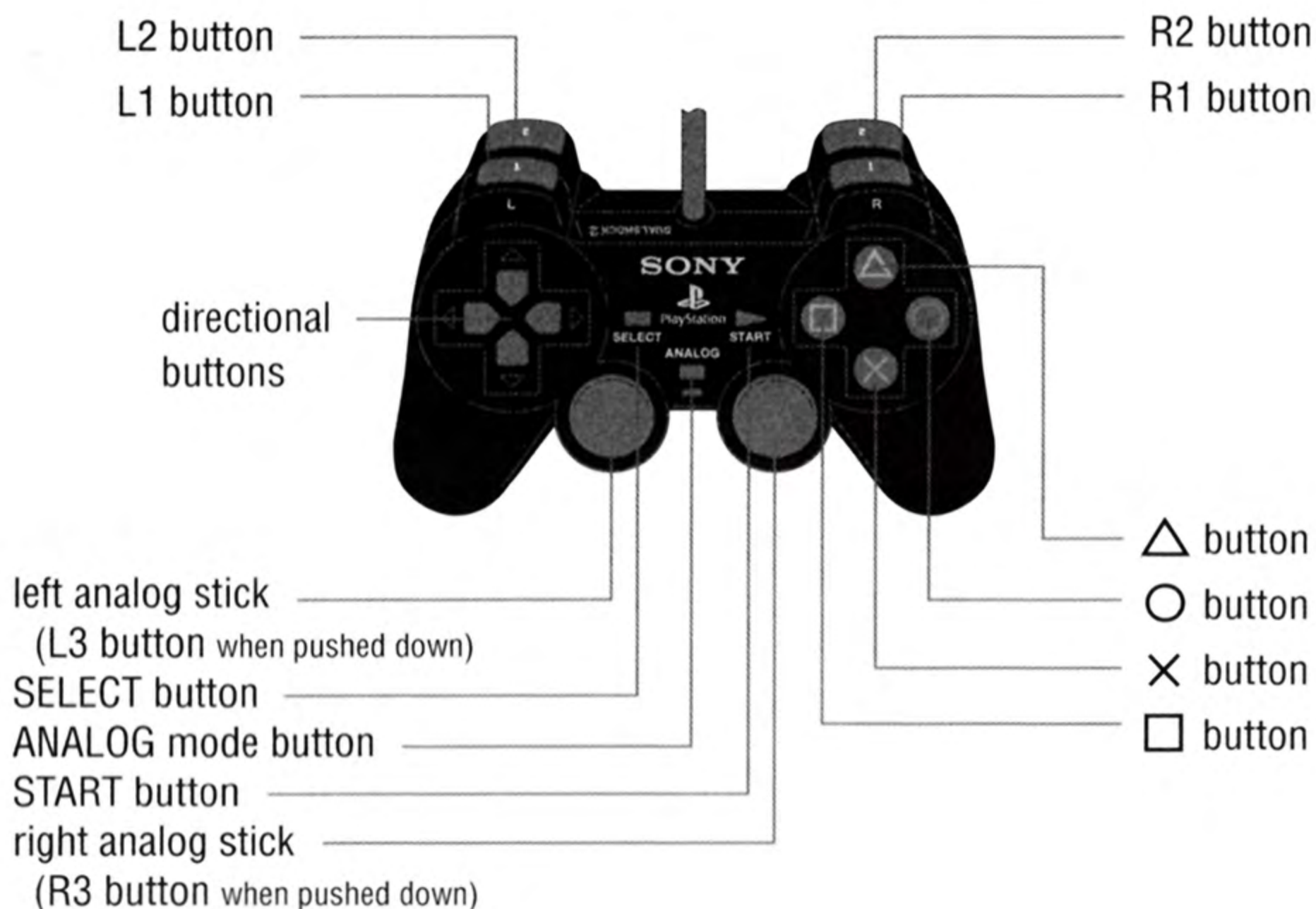
MEMORY CARD (8 MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

At least 783 KB of free space must be available on the Memory Card (8MB)(for PlayStation®2) in order to save. If less free space exists, erase the older data before saving. Do not remove the Memory Card (8MB)(for PlayStation®2) or turn off the power to the PlayStation®2 while data is being saved or loaded. Your game data may be lost or corrupted as a result.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



DUALSHOCK[®]2 ANALOG CONTROLLER

Sprint Cars: Showdown at Eldora™ is best played with the DUALSHOCK[®]2 analog controller. The DUALSHOCK[®]2 analog controller should be connected to controller port 1, and the ANALOG mode indicator located below the ANALOG mode button should be red to indicate that it is on.

CONTROLS

DEFAULT CONFIGURATION			
CONTROL	LAYOUT A (DEFAULT)	LAYOUT B	LAYOUT C
Left / Right Directional Buttons	Steering	Steering	Steering
Up / Down Directional Buttons	Gears / Wing Adjustment (Winged Sprint Only)	Glance Back	Gears / Wing Adjustment
Left analog stick	Steering	Steering	Steering
Up/down right analog stick	Acceleration / Break	Acceleration / Break	Acceleration / Break
[X] button	Acceleration	Acceleration	-
[SQUARE] button	Brake	Brake	Glance Back
[TRIANGLE] button	Change Camera	Change Camera	Change Camera
[CIRCLE] button	Not used	Tear Off	Tear Off
L1 button	Glance Back	Gear / Wing Adjustment	Brake
R1 button	Tear Off	Gear / Wing Adjustment	Acceleration
L2 button	Glance Left	Glance Left	Glance Left
R2 button	Glance Right	Glance Right	Glance Right
SELECT button	-	-	-
START button	Pause menu	Pause menu	Pause menu
MENU CONTROLS			
Directional buttons	Move Highlight		
Left analog stick	Move Highlight		
[X] button	Accept		
[Triangle] button	Back		

INTRODUCTION

Welcome to the world of *Sprint Cars: Showdown at Eldora™* — the total Sprint Car, Wingless Sprint, Late Model, Pro Stock, 3/4 Midget and Open Wheel Modified racing experience. Race in six gameplay modes including an extensive multi season career mode. Play as a driver or as a team owner, or both, it's up to you how you want to earn your prestige and money.



In Time Trial and Tractor Pull modes you can compare your best times and pulls against other players from around the world. Take your Time Trial code to www.sprintcarsthegame.com to see how you match up against the best drivers!

Sprint Cars: Showdown at Eldora™ offers you over 20 tracks from across the U.S. including famous tracks such as Knoxville Speedway, Eldora Speedway, Dodge City Raceway Park, and Williams Grove Speedway. Your opponents will be tough but you can gain extra speed from them by drafting. Be careful though, if you're too aggressive you'll make enemies and it won't be easy to get around the track with a vengeful opponent resisting your attempts at drafting or blocking your race line.

HOW TO DRIVE IN THE DIRT

When you race on a dirt track you'll notice that it's much different than racing on a paved track. In dirt racing you actually want to spin out around the corners. This is known as a powerslide. The trick is to maintain control as you slide through the turns. Using the break and the gas while you turn around the corners will allow you to control the slide. Practice racing in Rookie mode to get a feel for how to turn your car on several tracks. Short tracks, banked tracks and longer tracks offer different challenges. Learn to master each track to become a well rounded driver.

QUICK START GUIDE

The quickest way to get straight into the action in *Sprint Cars: Showdown at Eldora™* is to select **Arcade** mode and **Single Race**. Before you fire up your engine for the first time however you should take a look at the **Tutorial** found in **Arcade** mode. The Tutorial offers a great overview of drafting, and mastering the powerslide turn. To access the Tutorial select **Arcade** from the Main Menu and **Tutorial**. Additional information about each of the menus is available in the *Race* section of this manual.

Once you've finished with the tutorial it's time to race. To start a single event race select **Arcade** and **Single Race** from the Main Menu. If you just want to practice select **Arcade** and **Practice**. Next, choose the level of difficulty class from the **Difficulty** menu. From the **Car Select** menu choose the car class, model and skin you want. Select your track from the **Track Select** menu. In a Single Race you can also select the Race Length and Race Format from this menu, while in Practice mode just the Time of Day can be selected. Choose your **Control Setup**. At the **Race Format** screen you can start your race, tune your car or skip a race. Select **Race** when you're ready to get behind the wheel.



GOALS

There are many different goals in *Sprint Cars: Showdown at Eldora™*, depending on the mode of play you have chosen.

In **Arcade** mode you have several different race types. In **Single Race** you can race any car class on any track. This mode is good for testing different tuning set ups and racing techniques as well as understanding the flow of an event from the qualifying round all the way through the A Main race. You can pick your track to create racing conditions you will encounter in Career mode.

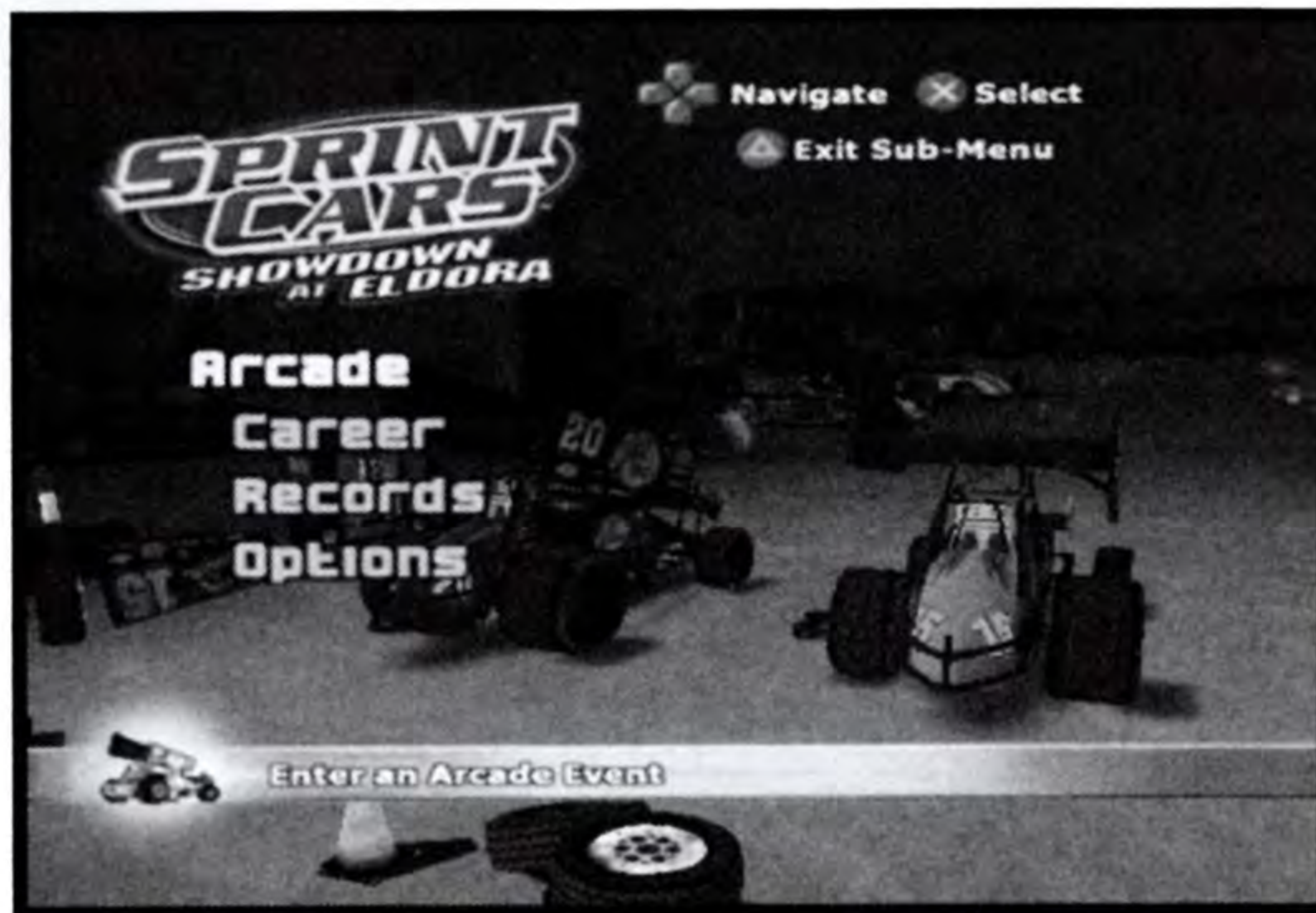
In the **Championship** mode the goal is to be the top points leader after 15 events. In this mode you can race any car class. The Championship mode is a good way to become familiar with the flow of a season.

When you select **Multiplayer** from the Arcade menu you will be racing against another player in a formal event race including standard qualifying, heat and main races. The goal here is to beat the other player. You can also try one of the four all new multiplayer game types Flag Tag, Bomb Tag, Hot Spot, and Hot Spot Delivery.

Time Trial mode allows players to race on the track of their choice, trying to achieve the best lap time. Your best time is recorded in a code, a string of letters and numbers that you can use to compare your time with drivers across the world. Take your code to www.sprintcarsthegame.com and see how you compare to other drivers.

In **Career** mode, you earn points by racing well. You don't necessarily have to win every race to have a successful career but the better you do, the more season points you receive. If you have the most points at the end of a season you win that season. You receive cash awards for winning the qualifying round, heats and main events.

MAIN MENU



Once the introductory movies are complete, you'll find yourself at the Main Menu. Here you can choose from the following:

ARCADE

Choose Single Race, Championship, Multiplayer, Time Trial, Practice or Tutorial. See the Arcade section of this manual for additional information about Arcade mode.

- **Single Race** - Enter into a single event.
- **Championship** - A season of events in the car class of your choice.
- **Multiplayer** - Play against a friend in a single event.
- **Challenges** - Complete challenges to unlock rewards.
- **Tractor Pull** - Compete in a tractor pull.
- **Time Trial** - Set records on any track and compare your times to others at www.sprintcarsthegame.com.
- **Practice** - Drive around any track solo.
- **Tutorial** - Learn advanced driving techniques.

CAREER

Choose Continue or New. See the Career section of this manual for additional information about Career mode.

- **Continue** - Pick up where you left off in a saved career.
- **New** - Start a new career.

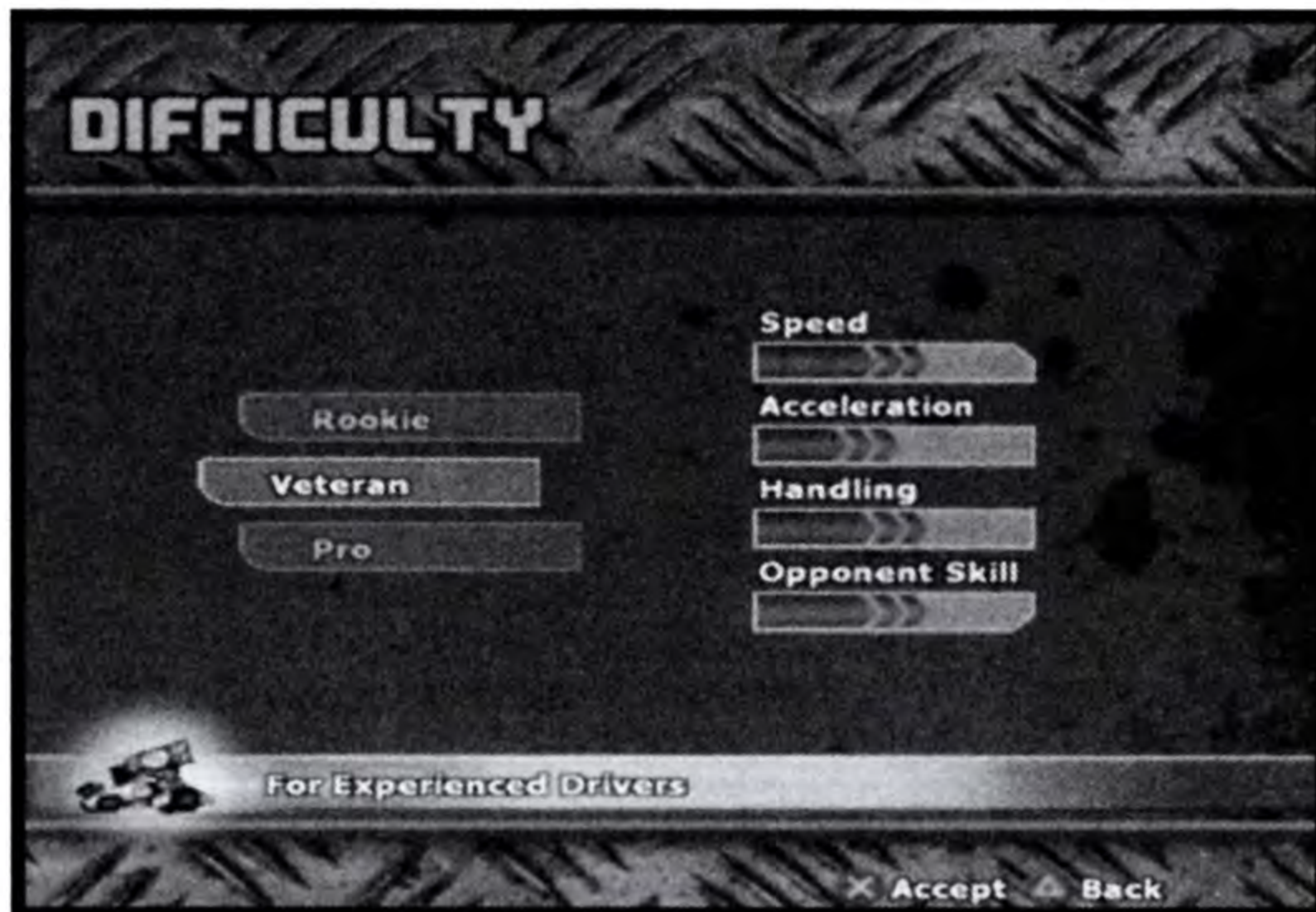
RECORDS

Review Track, Season, and Career Records as well as the game credits and saved replays.

OPTIONS

Modify game options from this menu. See the Options section of this manual for additional information about the Options menu.

ARCADE



Select from any of the six car classes and race in a Single Race, Championship Multiplayer, Challenges and the all new Tractor Pull.

ROOKIE, VETERAN OR PRO?

It is important to know the differences between **Rookie**, **Veteran** and **Pro** modes before you race for the first time. **Rookie** difficulty is for beginners. In **Rookie** mode your top speed and acceleration are low but your handling is high and your opponents are less skilled. This means that you run a bit slower than in the other difficulty settings but you have more control when you powerslide or turn your car. **Veteran** difficulty is for more experienced drivers. Speed and acceleration are increased but you'll need to have a good handle on the powerslide as your handling and opponents will make it more challenging. **Pro** difficulty is for seasoned professional drivers. In this mode you have top speed and acceleration but so do your opponents. All of this power also makes turning tougher to master.

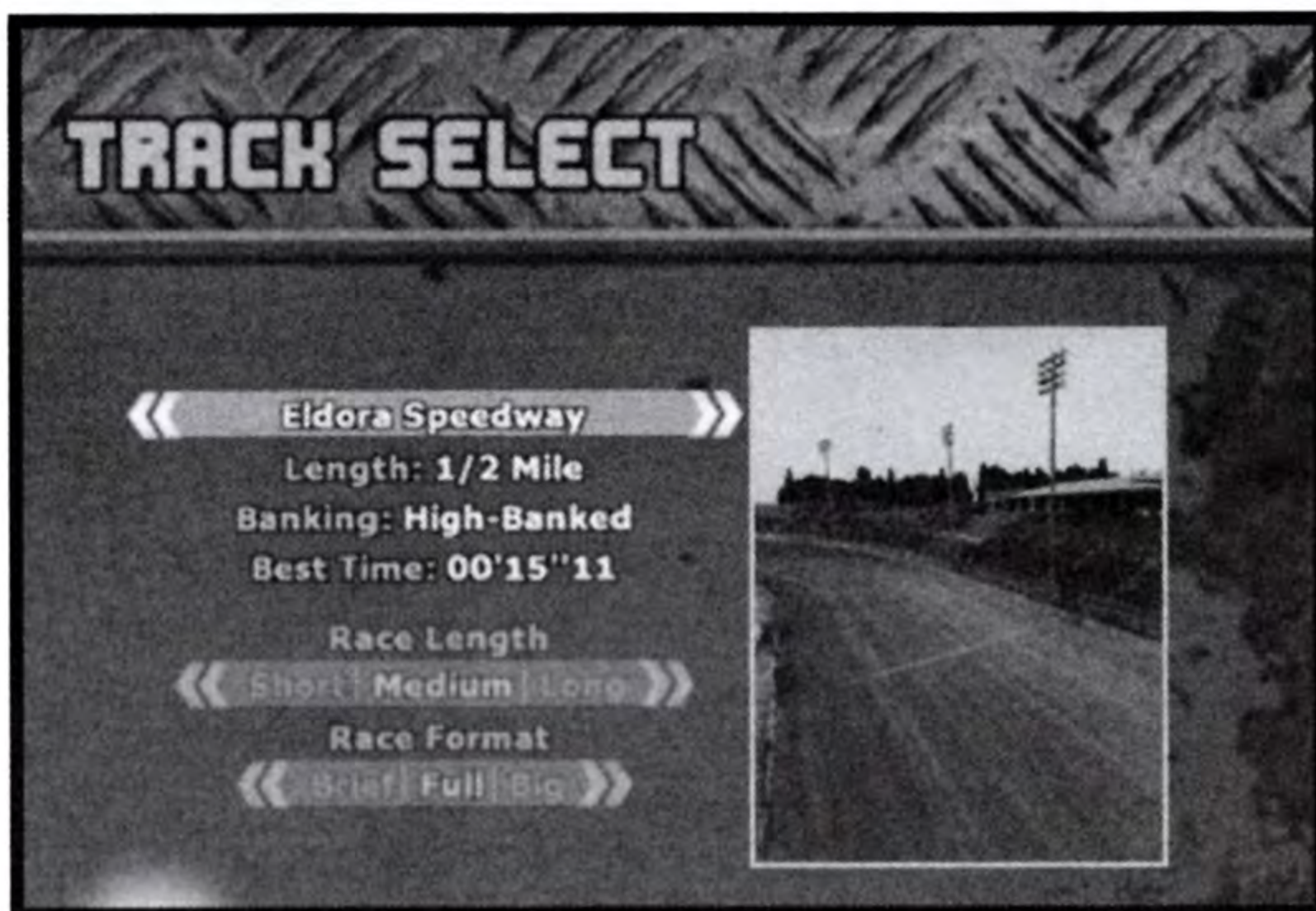
CAR SELECTION



Once you've selected the level of difficulty you can select your car class. There are six car classes available to you at the beginning of the game but you can unlock several additional car classes by winning events in Career and Arcade modes.

The six car classes available to you at the beginning of the game are Sprint Car, Wingless Sprint, Late Model, Open Wheel Modified, 3/4 Midget and Pro Stock. Each of these car classes offers additional customization by selecting the car Model and Skin. Each car Model determines the acceleration (0-60 time), maximum speed, engine size and horsepower.

TRACK SELECTION



TRACKS

1. Eldora Speedway
2. Fallenton Raceway
3. Silver Dollar Speedway
4. Super Motoplex
5. Huset's Speedway
6. Ash Hollows Speedway
7. Dosrada Raceway
8. Pickenback Raceway
9. Turnpike 42
10. Williams Grove Speedway
11. Knoxville Speedway
12. Brite Peak Speedway
13. Tri State Fairgrounds
14. Ceder Lake
15. Sea-Belle Speedway Park
16. Dodge City Raceway Park
17. Steer Plains Speedway
18. Moose Head Speedway

UNLOCKABLE TRACKS

1. Range Plains Speedway
2. Inselberg Speedway
3. Winter Eldora
4. Knife Rapids Speedway
5. Stauntonville Speedway
6. Wehlburg Speedway
7. Winthrop Raceway
8. Desert Oasis
9. Tellodona Mountain

On each of these tracks you can set the Race Length and Race Format. The Race Length determines how many laps you will race from short to long. Race Format offers two options, Brief and Full. A Brief Race Format means you will only race in the qualifying and A Main races. A Full Race Format means you race in a standard race format with practice, qualifying, heat and main events. A Big Race Format means you race in an extended format with additional heat and B main races before you qualify for the big A main race.

CONTROL SETUP



The Control Setup menu allows you to determine which controller you would like to use to drive, or if you would just like to simulate the race or watch the computer AI race for you. You may also tune your vehicle before the race from this menu.

CAR TUNING



The Tuning Menu allows you to modify your vehicle setup in order to squeeze out the most performance for a given track. If you are unsure about how to tune your car you can select Auto Tune. Auto Tune will give you a basic setup but this isn't necessarily the optimal tune for the track. You can save your tune for a given track and car class once you have made your changes.

As you drive around the track you may notice that the front of the car will either head to the wall or the back end of your car will slide out while you're turning. When the front end tends to want to hit the wall that means your car is too tight. When the back end slides out too far that means the car is too loose. There are simple tuning adjustments you can make to help improve your handling. Read through the tuning options to determine what adjustments you should make depending on your situation. When you practice adjust your tuning until you are comfortable driving the car, then try experimenting with more radical changes to increase your speed.

Stagger

Adjusting the Stagger of your car changes the circumference and width of the car's right rear wheel in relation to the left rear wheel. By increasing the size of the right rear tire you increase the grip on the track and make the car turn left more easily. If you decrease the size of the right rear tire your speed and acceleration increases but you lose track grip. On flatter tracks a larger stagger can be helpful, while on higher banked tracks a shorter stagger is often beneficial. If you find that the car tends to be loose when you step on the gas increase the stagger.



Spacing

Changing the Spacing adjusts the distance of the right rear wheel from the chassis of the car. This adjusts the distance between the body of the car and the inside wall of the right rear tire in order to improve the turning ability on a flatter track. A larger spacing increases the car's stability but decreases your top speed slightly on straightaways. If you find the car is loose when entering a corner increase your spacing.

Travel

Travel determines the range of movement of the wheel when it extends away from the car. Modifying the travel will change how high the car sits up and where the center of gravity is located. By increasing the front travel you put more weight on the rear of the car which is optimal on tracks with less traction. On tracks with more grip or higher banking in the turns it is best to lower the travel to increase the car's stability.

Shocks

This is what determines body roll and pressure applied to the tires in turns and acceleration on the straight away.

Each wheel has its own shock adjustment for compression and rebound rates.

Soft: Soft compression and rebound.

Medium: Medium compression and rebound.

Hard: Hard compression and hard rebound.

The harder the shocks the less bounce and give. For flatter tracks you need the shocks on the right side to give a bit more. By using a softer shock on the right side of the car the weight will shift and increase traction in the turns. If you find that all four wheels of the car drift up the track while turning, decrease the shock stiffness on the right side.

Spring

The Spring changes the way the car responds to bumps on the track. Modifying this setting also determines body roll and pressure applied to the tires in turns and acceleration on the straight away. A higher Spring will help make the car sit flatter during a sharp turn, but will also make it bounce more on bumpy tracks. A lower Spring setting makes the car travel more smoothly over bumpy track surfaces but means less traction. If you find that the shock changes have not helped try softer springs with a harder shocks.



Gears

The Gears setting determines the speed and engine braking of your car. The lower the number the higher the speed and the less engine braking in the corner. The higher the number the lower the speed but the more engine braking you receive. You want to optimize your settings so as the car reaches the turn point the engine RPM should be just at the red line stage. If you find that you are spinning out during acceleration try lowering the gear number.

Weight

Weight distribution affects the way the car handles while turning. Putting more weight on the rear increases your acceleration but makes steering more challenging when turning. More weight on the right side of the car makes the car want to turn right. On a flatter track with less traction you want to put a bit more weight on the right and front of the car. This will allow the car to roll toward the right rear when turning. A track with more traction should have less weight on the right rear. If you find that you are loose and other adjustments haven't helped try making small weight changes. On flatter tracks try more weight on the right side and on higher banked tracks try decreasing the weights.

Tire Pressure

Tire pressure adjustments are a trade off between traction and speed. The lower the air pressure the better the traction but the increase in tire wear. On tracks with higher banking turns you can run the car with higher pressure on the right rear tire. On a flatter track less tire pressure on the right rear tire helps power through the turns.

Wing Adjust

The wing on a sprint car helps keep the car firmly on the track at high speed. The Wing Angle determines how much downward force is exerted on the car's rear wheels. The steeper the wing angle the more downward force. While you're racing you can adjust the wing position up or down. This also changes the wing angle.

When tuning the Wing Position you start out closer to the front position at the beginning of the event and move back during the day. This movement will help provide more down force on the rear wheels as the track becomes drier.

RACING

Lap Times

Lap Indicator



Wing Pitch

Tear Offs

Instruments

Position Indicator

Split Time



Flags

RACE RULES

A race event is a series of stages throughout the day. Races begin in the late afternoon and ends in the late evening. The track will dry out during the day as more races are run. This makes the racing conditions change for nearly each race so you will have to make adjustments to your race line, or where you race on the track throughout the day.

Practice

Get to know the track in the Practice session. This is where you modify your setup to maximize performance.

Qualifying

At the qualifying sessions you get one warm-up lap to achieve top speed and two timed laps to determine your spot in the heat (or main race in a short format race). The fastest qualifying car gets a cash bonus in Career mode.

Heats

In a Full Format Race the two heat races each include 12 cars. You must finish in the top six cars in your heat to make the A Main in a Full Format Race. Finishing seventh or below means you have to race in the B Main for a second chance at making the big show (A main). Winning either heat means a cash bonus for the team in Career mode.

In a Big Format Race there are 12 heats, finishing in first place in any of the heats guarantees you a place in the A main. If you finish in 2nd through 5th place in the heats you get to race in one of the four B Mains. Finish in first in any of the B Mains and you get into the A Main.

B Main

In the B Main there are 12 drivers who are placed in order of their qualifying times. This is a second chance for those who did not place high enough in the heats. In a Full Format Race finishing 5th place or lower will award you prize money but that's the end of the event. Those that place in the top four in a Full Format Race or first place in a Big Event don't win any cash but go on to the A Main, giving them a chance at the big money.

A Main

This is the main race for the evening. In a Full Format Race to get this far you have to be either one of the top six finishers from one of the two heats or one of the top four finishers from the B Main. The top drivers from heat one take the first six spots, the second six spots are taken by the heat two drivers, with the remaining four spots from the B Main filling in the last positions.

In a Big Format Race you have to finish 1st in any of the twelve heats or place first in any of the four B Main races. The top driver from heat one takes the first spot and heat 2 takes the second and so on until the first 12 spots are filled. The remaining four spots go to the top finishing B Main drivers.

RACE FLAGS

The Race Flags are displayed on the Race Screen in the lower left hand corner. Each flag can have several meanings depending on the race situation.



Green Flag

The green flag is shown at the start of the race and at a restart of the race to indicate the race is underway and racing conditions are normal.

Green and White Flag (Crossed Flags)

This flag is shown when you reach the halfway point in the race. You have completed half the laps of the race.

White Flag

The white flag is shown to indicate that only one lap remains before the race ends. You will also see the white flag when an opponent has won the race. This means that you will only complete the current lap even if it isn't your last lap in the race.

Yellow Flag

A yellow flag indicates that a car has been damaged enough that it is unable to complete the race and is in a dangerous position on the track in relation to other cars. A yellow flag is also displayed when a car stalls and has to be restarted.

In either situation the screen will fade to black and the race will continue at the start line. The damaged vehicle will be removed from the track and all cars will be in the positions they were in when the flag was displayed.

Black Flag

The Black Flag is the penalty flag. When you try to cut a corner too closely, or end up off the racing surface for an extended period of time you will see a black flag. When you are shown a black flag you should go back to the spot where you exited the track or your current lap will not count.

A black flag is also shown if you drive in the wrong direction around the track. This flag will be removed if you turn around and go in the correct direction, returning to the point where you began travelling the wrong way.

You will also be shown a black flag when your car is completely undrivable due to extensive damage.

Checkered Flag

The checkered flag is displayed at the end of the final lap of a race to notify all drivers that the race is over.



CHALLENGES

You have the chance to test your skills in 20 challenges over four different categories, Accuracy, Racing, Speed, and Consistency. Achieve gold, silver or bronze by completing specific goals for each challenge. New tracks can be unlocked by completing all the challenges in one of the four categories.

TRACTOR PULL

The Tractor Pull is an all new event that brings the fun and excitement of a real tractor pull to you. In distance mode you get the chance to go for your best pull. Manage your speed properly and attempt to get a full pull! Should you get a full pull you will have the chance to do a second pull. After completing your second pull you will be giving a Leaderboard Code which you can take online to www.sprintcarsthegame.com. You can also compete against up to 3 of your friends in Race Mode.

CAREER MODE

Season 1 Week 37	Save	Next Event	Accept	Back
	Balance \$11,499.00		Total Earnings \$17,534.00	
Manage Cars	Session Duration	0:07 Hours		
Manage Team	Career Duration	0:07 Hours		
Manage Season	Career Earnings	\$17,534		
Manage Sponsors	Cash Spent	\$10,400		
Manage Parts	Cars Owned	1		
Manage Circuits	Seasons Completed	0		
Save Career	Series Wins	0		
	Midget Wins	0		
	Modified Wins	0		
	Pro Stock Wins	0		
	Late Model Wins	0		
	Sprint Car Wins	0		
	Feature Wins	7		
	Hard Chargers	0		

If you're looking for a deeper experience, enter Career mode and make your way up through the ranks to become a dirt track champion. Start your career with \$5,000 to buy a 3/4 Midget or Pro Stock and hire a driver. Earn enough money in a season to upgrade your car, buy a new car and hire another driver. Career mode offers you the chance to test your racing skill, stamina, and patience over seasons, challenging not only your racing ability but also your money management skills. Striking a balance by purchasing and upgrading the right cars, hiring the right drivers, having enough cash to repair car damage, and picking the right sponsorship package can be the test of a true racing champion.

STARTING A CAREER

The first step to beginning your career as a professional driver is to create a team and manager. Using the **directional buttons** highlight Career and Select New from the Main Menu and press the **X button**. The New Career screen should be displayed. Press the **□ button** to create a random Team name or the **● button** to Edit the name and create your own. Once you've selected a Team name use the **directional buttons** to highlight the Manager name. You can create or edit a Manager name using the same method as creating a Team name. Once you've created both a Team and Manager name press the **X button** to begin your career.

When you begin a new career you must purchase a car, hire a driver and pick an event to race. To get started quickly simply select **Manage Cars** from the Manage Career menu, next select Buy Car. You start the game with enough for a 3/4 Midget or Pro Stock car. Select the Skin of the car you would like to purchase and press the **X button** to purchase your new car.

Once you purchased a car you need to hire a driver. Go back to the Manage Career menu and select **Manage Team**. To hire or create a driver press the **X button** in an empty Drivers spot. From the Hire Driver menu you can select Create Driver to make your own driver or choose one of the available drivers.

Now you must assign your new driver to your new car. You can do this from the Manage Team menu. To the right of the driver's name are several icons. Highlight the icon that looks like a car and press the **X button**. This will present the Assign Driver menu. Select the car that you would like the driver to use and press the **X button** to assign them to that car.

The next step is to select an event to race in. To choose a race select Manage Season from the Manage Career menu. You will then be presented with the Season menu. Select Season Schedule from this menu to reveal the available races in the season for all of the car classes that you own. In this case you will only be shown the available races with all other events marked with a red x-mark. Each event has a Series description: Amateur, Semi-Pro, and Pro. The Amateur series is the easiest and the Pro is the most challenging but potentially the most financially rewarding. Select an event by pressing the **X button**. A green check-mark will appear next to the event.

Once you have selected an event you can start racing by pressing the **● button** from anywhere within the **Manage Career** menu or highlight Enter Next Event and press the **X button** from the Season menu.

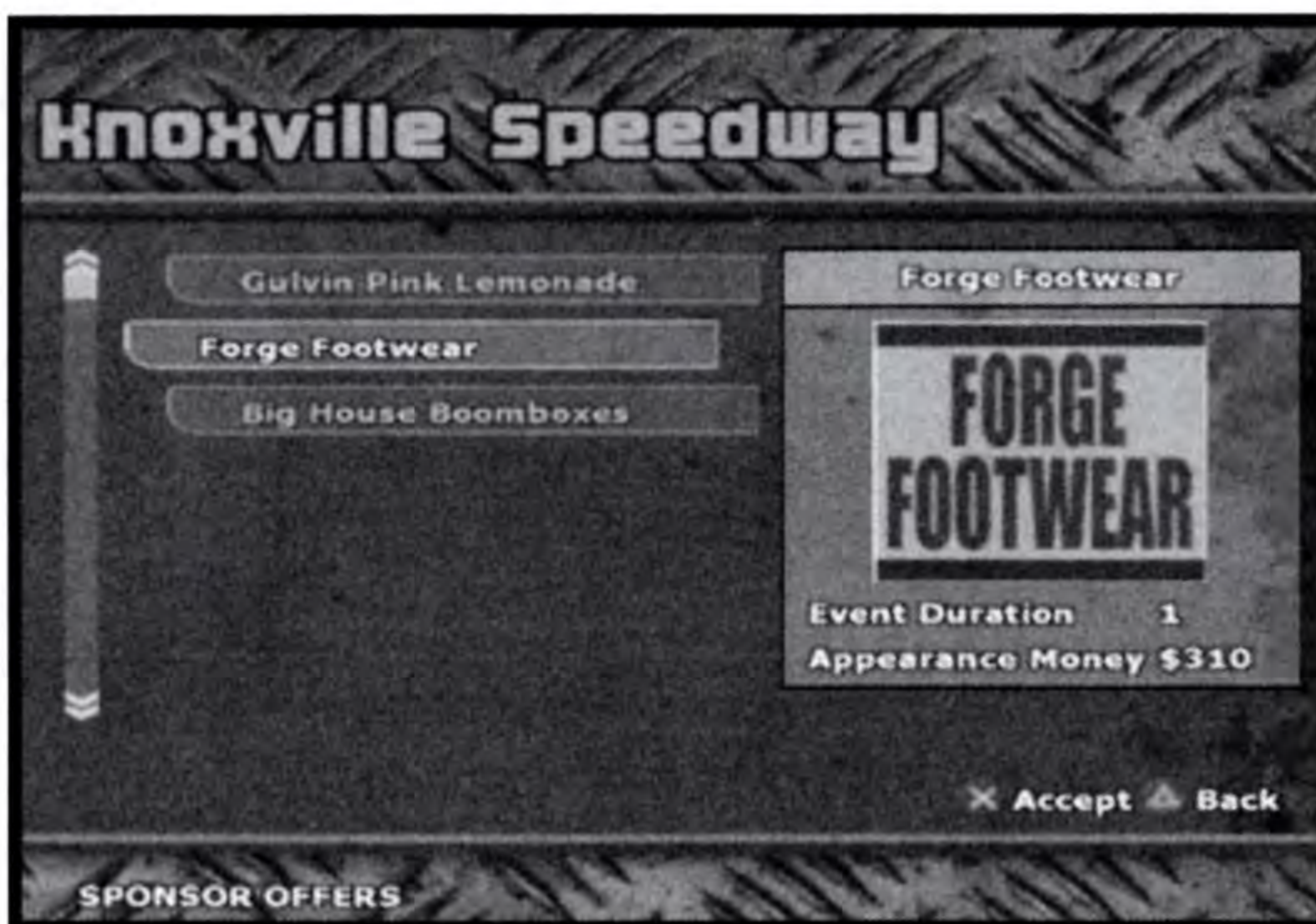
MANAGE YOUR CAREER

Your team's details appear on the Manage Career screen. They include Sessions Duration, Career Duration, Career Earnings, Cash Spent, Cars Owned, Seasons Completed, Series Wins, Midget Wins, Modified Wins, Sprint Car Wins and Feature Wins.

The Manage Career menu is accessible between race events and allows you to buy, sell, and upgrade cars, hire and fire drivers, sign sponsors, select events to race, review their standings and save their current race information.

To buy, sell or upgrade your car select **Manage Cars** from the Manage Career menu. You can hire, fire and assign drivers to cars you own by selecting **Manage Team**. To select a race event, see your point standings or to end your season by selecting **Manage Season**. Review your sponsor offers and current sponsor in the **Manage Sponsors** menu. To save a career press the **■** button or highlight Save Career and press the **⊗** button.

SPONSORSHIP



Sponsors are businesses that offer you money to fund your racing career in exchange for placing their logo on your car when you race. You begin your career without a sponsor. If you're successful, multiple sponsors may approach you. Choosing the right offer can make a big difference in a successful career.

A typical contract will last between 1 and 5 events, paid at the end of each event. Sponsors pay bonuses if you win an event. Win enough races and you'll be recognized by companies with deeper sponsorship pockets.

REPAIRS

Dorsada Raceway				
Part	Qty	Damage	Unit Cost	Total Cost
Chassis	NA	9%	\$100	0
Engine	NA	23%	\$100	0
L. Front Tire	0	0%	\$0	0
R. Front Tire	0	17%	\$95	0
L. Rear Tire	0	54%	\$170	0
R. Rear Tire	0	1%	\$170	0
Wing	0	0%	\$0	0
Repair Selected Items			\$0	0
Repair All Items				\$635
				Available Cash: \$13,134

REPAIR Player 1 X Accept Δ Back

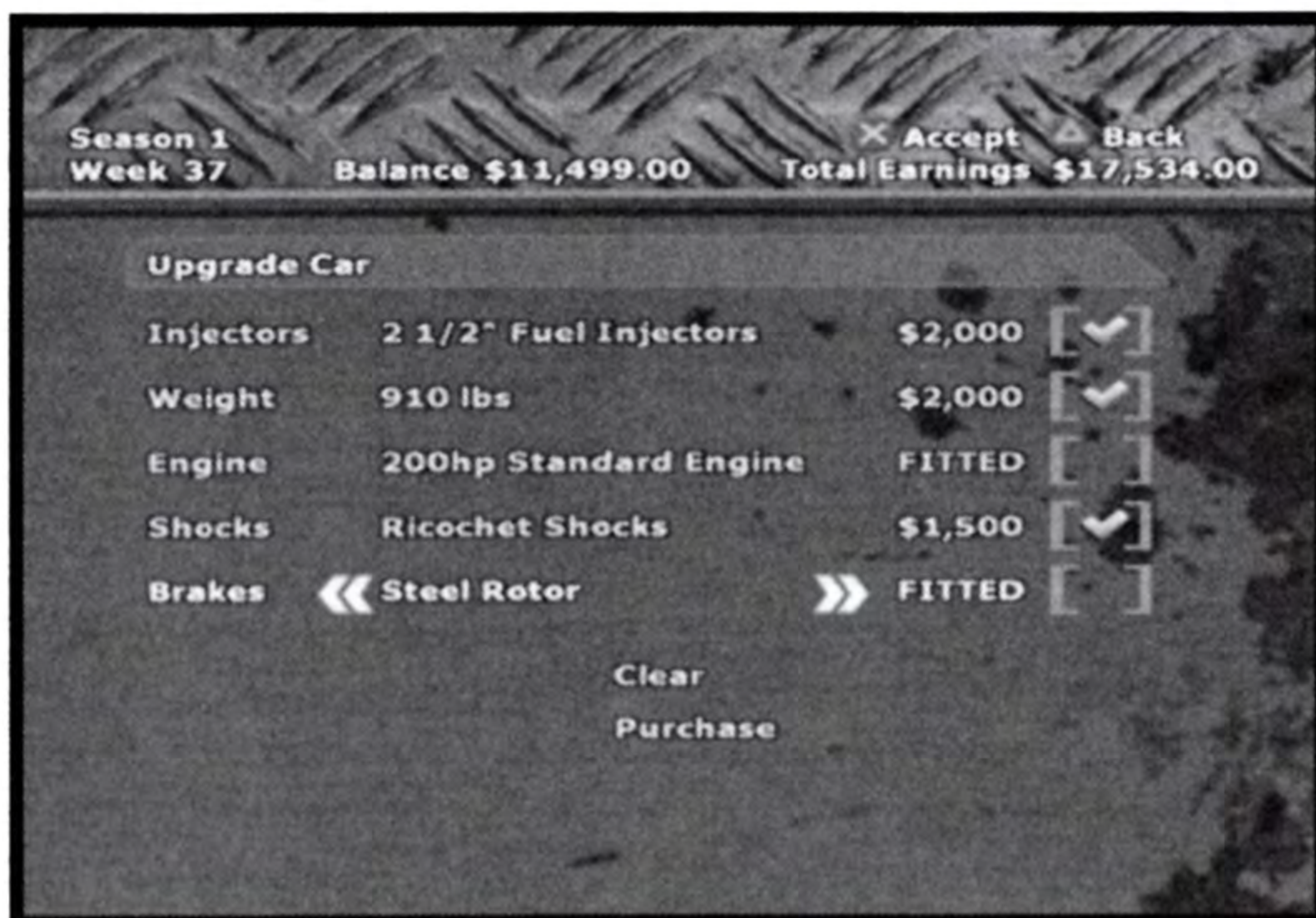
It's likely you will damage your car enough that it will need to be repaired. Repairs are necessary in order to get your car back into working condition. If you've damaged your car during the race a list of the damaged items and the cost to repair them will be available after the race. To see the list select **Repair** from the Race Format menu.

During an event you only have a limited amount of time to make repairs. This means that you can only repair a portion of any damage you may have incurred. Between events you have as much time as you need to make repairs and you can fully repair your car once you've completed an event. You can repair your car between events by selecting **Manage Cars** from the Manage Career menu, and highlighting the car you would like to repair. The wrench icon denotes where you access the repair menu. Highlight the box under the wrench icon and press the **X button** to make repairs to that vehicle.

The Repair Car menu displays each of the car parts in the first column, the percentage damage in the second column and the cost to completely repair that part in the third column. To fix a particular part highlight that part and press the **X button** and then highlight Repair Selected Items and press the **X button**. To repair all items highlight Repair All Items and press the **X button**.

SPRINT CARS 2™ SHOWDOWN AT ELDORA

UPGRADES



You can upgrade any of your cars with the money you earn in Career mode. There are a number of enhancements that you can make depending on the car class. To access the Upgrade menu select **Manage Cars** from the Manage Career menu, highlight the car that you would like to upgrade. The arrow pointing to the right indicates the upgrade menu. Highlight the box under the arrow icon and press the **X** button to upgrade that vehicle.

REPLAYS



When the race is complete, and the race results menu appears, you can choose to replay the race by pressing the **C** button or save the replay by pressing the **S** button.

REPLAY CONTROLS

- HUD Display ON/OFF
- Change Car
- △ Change Camera View
- × Toggle Pause/Play
- START button** Exit

OPTIONS

To access the Options menu highlight Options from the Main Menu and press the **× button**. There are several sub menus available to you from within the Options menu: Race, HUD Options, Control Layout, Sound Options, Save/Load Options.

Race Options

Vibration: Select the strength of the controller vibration.
[**Strong** / Weak / Off]

Damage: Set the level of damage. [Simulation / **Arcade** / Off]

Yellow Flags Arcade: You can turn these on or off in Arcade mode.
[On / **Off**]

Yellow Flags Career: You can turn these on or off in Career mode.
[**On** / Off]

Tear-Offs: Turn these on or off. [**On** / Off]

Multiplayer Catch-up: This is a speed and handling boost for the player that is behind in a multiplayer race until you approach the first player. This only applies to Arcade mode. [On / **Off**]

HUD Options

Times: Turn the times portion of the HUD on or off. [**On** / Off]

Lap and Position: Turn the lap and positions on or off. [**On** / Off]

Tacho, Oil, Water and Gear Information: Turn these HUD objects on or off. [**On** / Off]

Damage: Turn the damage icon on or off. [**On** / Off]

Drafting Information: Turn this meter on or off. [**On** / Off]

Control Layouts

Player 1: Set the control layout for player 1.

Player 2: Set the control layout for player 2.

Sound Options

Vehicle Sound: Adjust the vehicle volume.

Crowd Sound: Adjust the crowd volume.

Commentary: Adjust the volume of the announcer.

Interface Sound: Adjust the menu interface volume.

Interface Music: Adjust the volume of the interface music.

Speakers: Optimize the setting for your speaker system.
[Mono / Stereo / **Surround Sound**]

Save / Load Options

Autosave: Turn the autosave feature on or off. [**On** / Off]

Save Options: Save the current option settings.

Load Options: Load option settings.

CREDITS

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FMOD Sound and Music
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©1994-2005 Firelight
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27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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SPRINT CARS 2™

**SHOWDOWN
AT ELDORA**



**EAT DIRT
AND DRIVE!**



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